COVER-TO-COVER SEGA ACTION!

No. 6 7th AUGUST 1993
Every Fortnight

sonic the comic

95p

Britain's OFFICIAL SEGA COMIC

starring

THE WORLD'S FASTEST
BLUE HEDGEHOG!

SMASHING THE DEATH EGG!

SONIC IN SPACE - INSIDE!

PLUS
WONDER BOY

AND THE THRILL-PACKED CONCLUSIONS OF
GOLDEN AXE & SHINOBI

SEGA Archive

NEWS • REVIEWS • CHARTS • THE Q ZONE • AND MORE!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Are you ready? Ready for the explosion of new thrills coming your way next issue? Yes, two major new series debut in STC 7. They are, of course, STREETS OF RAGE and KID CHAMELEON (as sneak previewed in STC 1).

STREETS OF RAGE is based on the chart-topping action games of the same name and stars Axel, Blaze and Max (no, we haven't forgotten about 'Skates', he'll be along later). As fans of the games know, this trio are out to bring justice to the streets of a corrupt and evil city. But how did they actually begin their mission? STC brings you the full background story, starting next issue.

In the real world he's a kid called Casey with all the problems of an average teenager. But inside the virtual reality world of Wild Side he is KID CHAMELEON - a thousand heroes in one! Watch as he becomes samurai master Red Stealth, or the uncontrollable Berserker, and many more. KID CHAMELEON is based on the classic Mega Drive game and promises to be the wildest ride yet in STC.

Sadly, this issue we bid farewell to SHINOBI and LEGEND OF THE GOLDEN AXE - but not for long. These two series have been so popular with you Boomers that, even as you read this, new stories are in the works. Watch for the first of them (which will it be?) in STC 11.

One last thing - make sure you place a regular order for Sonic The Comic. STC 7 is bound to be a sell out!

Megadroid

COMING TO A STREET NEAR YOU NEXT ISSUE:-

Streets of Rage

SEGASATIONAL NEW SIX-PART STORY -

DON'T MISS IT!

Call the Sega Busline

The Sega Bus continues to tour the country giving Sonic Boomers a chance to try out the latest Sega hardware and software, as well as looking for top gamers to take part in The Sega Challenge.

As regular readers know, STC tries to tell you, in advance, where the Sega Bus will be calling next. Due to many last-minute changes in its schedule it has not always been possible to give full details of where the Sega Bus will be - until now.

A brand-new phone line has been set up which will give details of Sega Bus venues for the next 10 days. All you have to do is call the following number:

0891 700505

Calls to this number are charged at 36p per minute cheap rate and 48p per minute at all other times. You must make sure you have the permission of the person who pays the phone bill in your house before you make your call. All revenue generated from the line will be donated to the NSPCC.

If you visit the bus don't forget to tell them STC sent you. Let us know how you got on, if you won any prizes and, hey, why not send us a photograph of you with the bus? We'll print the best ones in STC.

The Sega Charts

Introducing the new-look STC Sega Charts - now including the Mega CD chart!

up ▲ down ▼ non mover — new entry (new) re-entry (RE)

MEGA DRIVE

1	new	COOL SPOT
2	▼	FLASHBACK
3	—	PGA TOUR GOLF 2
4	—	ECCO THE DOLPHIN
5	▼	SUPER KICK OFF
6	▼	FATAL FURY
7	▼	SONIC THE HEDGEHOG 2
8	▼	TINY TOONS: BUSTER'S TREASURE
9	▼	DESERT STRIKE
10	—	ROAD RASH 2

MEGA CD*

1	—	ROAD AVENGER
2	▲	SHERLOCK HOLMES
3	new	AFTERBURNER 3
4	▲	WOLFCHILD
5	▼	JAGUAR XJ220
6	—	BLACK HOLE ASSAULT
7	▼	PRINCE OF PERSIA

MASTER SYSTEM

1	—	SONIC THE HEDGEHOG 2
2	▲	WIMBLEDON TENNIS
3	▼	MICKEY MOUSE 2
4	new	SUPER TENNIS
5	▼	WWF STEEL CAGE CHALLENGE
6	▼	LEMMINGS
7	▼	TAZ-MANIA
8	▼	ALIEN STORM
9	RE	THE SIMPSONS
10	▼	G-LOC

GAME GEAR

1	▲	MICKEY MOUSE 2
2	▼	SONIC THE HEDGEHOG 2
3	▲	WWF STEEL CAGE CHALLENGE
4	▼	LEMMINGS
5	—	MICK & MACK: GLOBAL GLADIATORS
6	—	NINJA GAIDEN
7	▲	BATMAN RETURNS
8	▼	STREETS OF RAGE
9	▼	TOM & JERRY
10	RE	WIMBLEDON TENNIS

*Mega CD chart covers only games released so far.

SPONSORED BY PENGUIN BISCUITS ELSPA CHARTS COMPILED BY GALLUP

Editor: Richard Burton ● Design: Clare Gillmore ● Publisher: Chris Power

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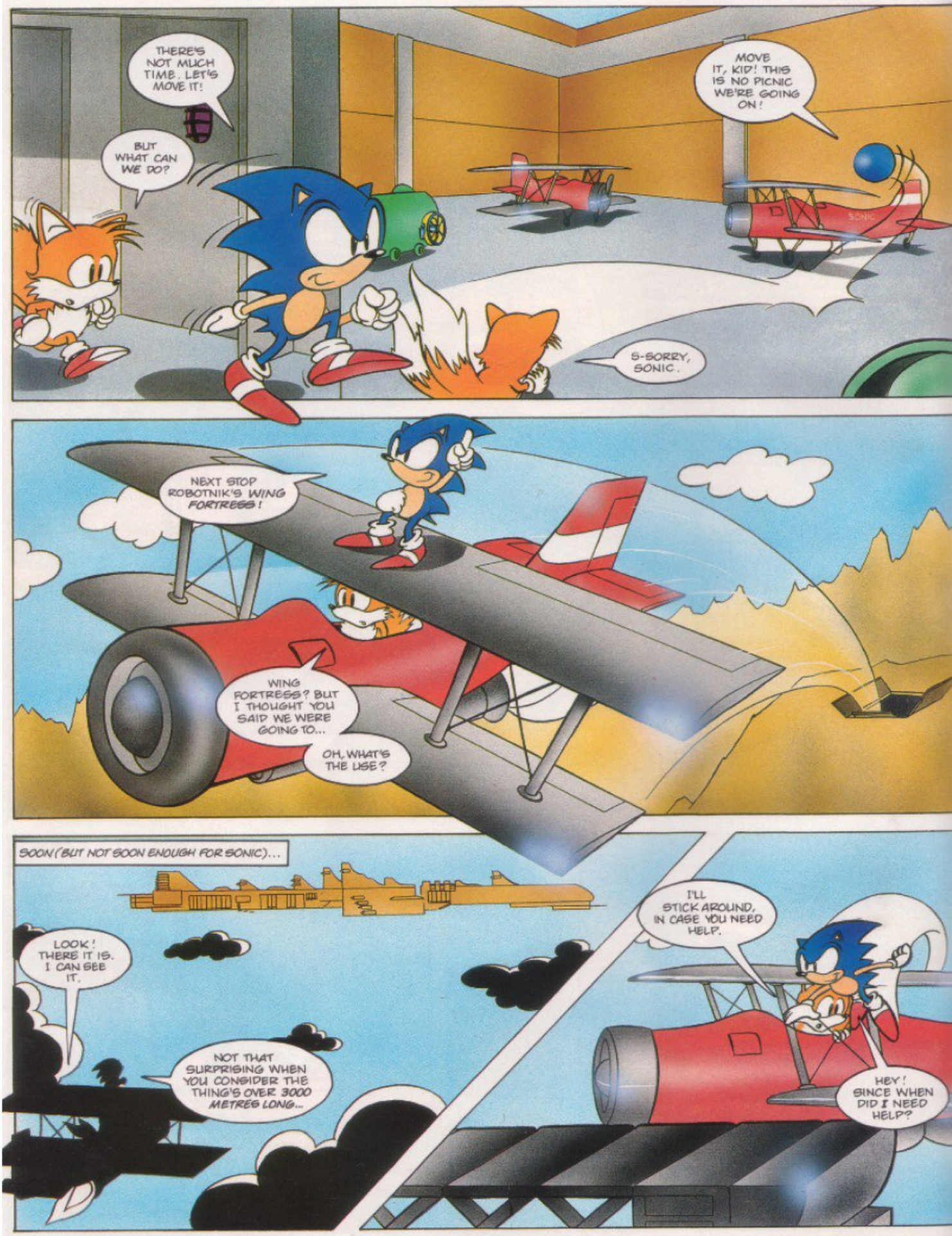
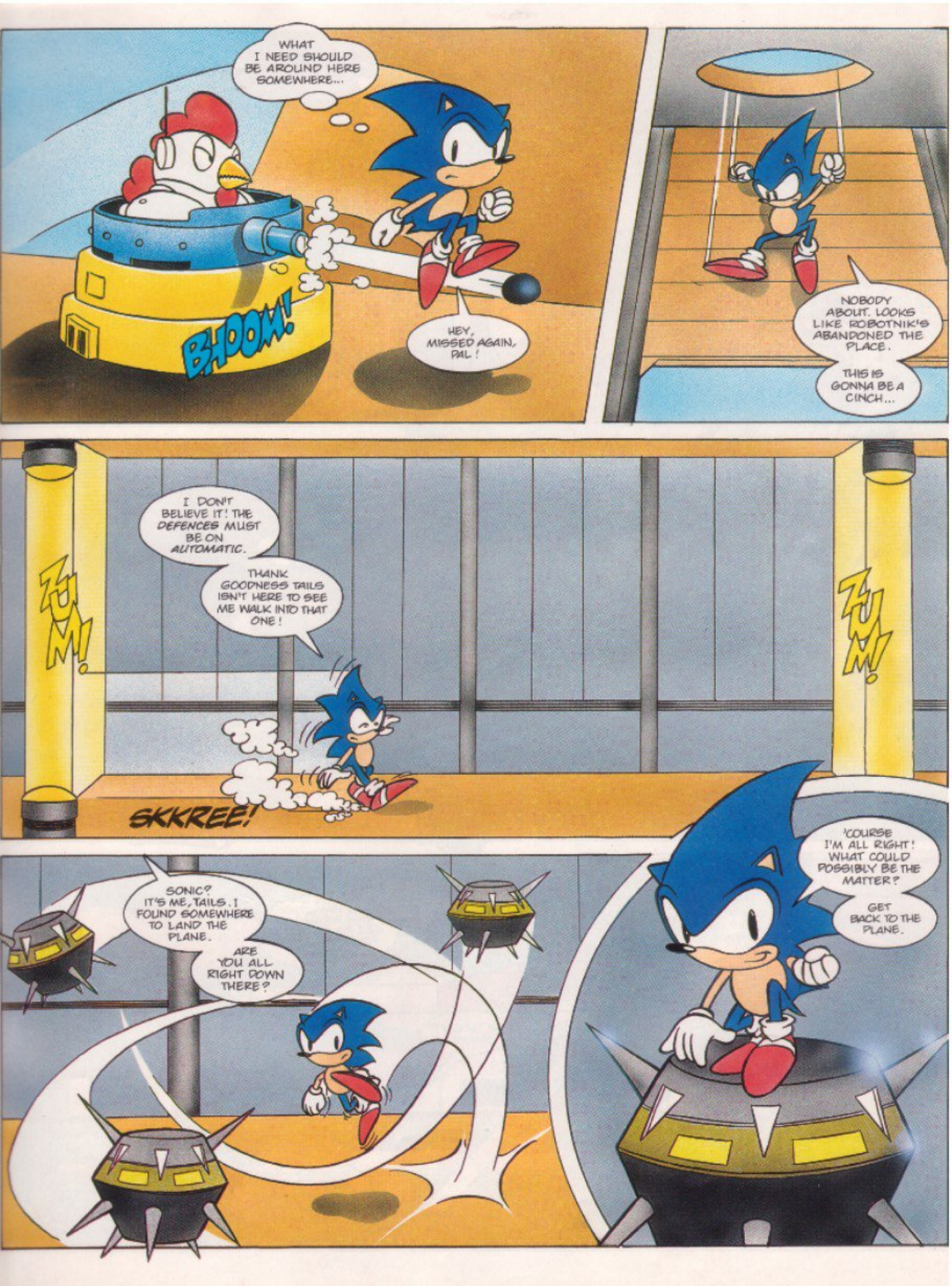
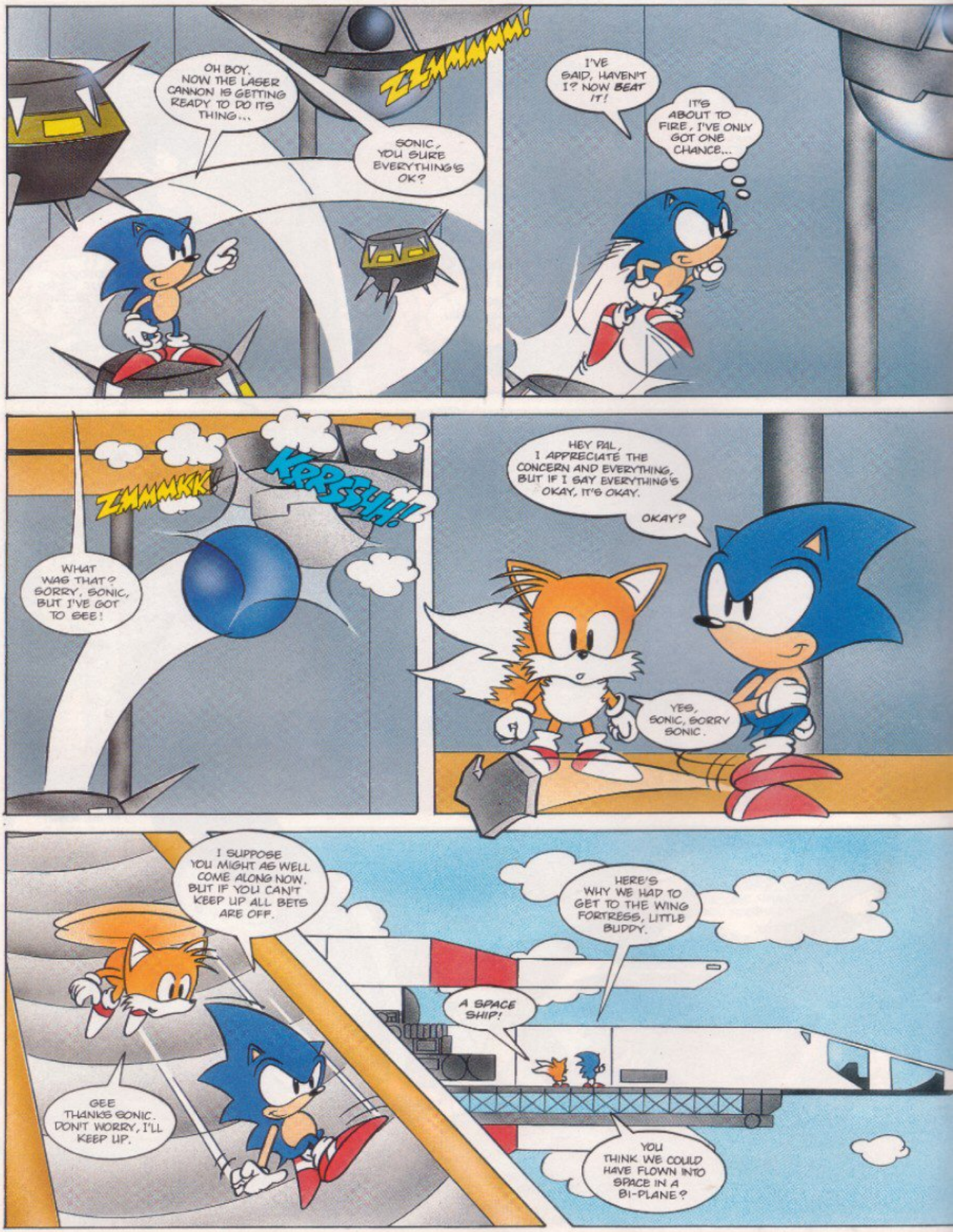
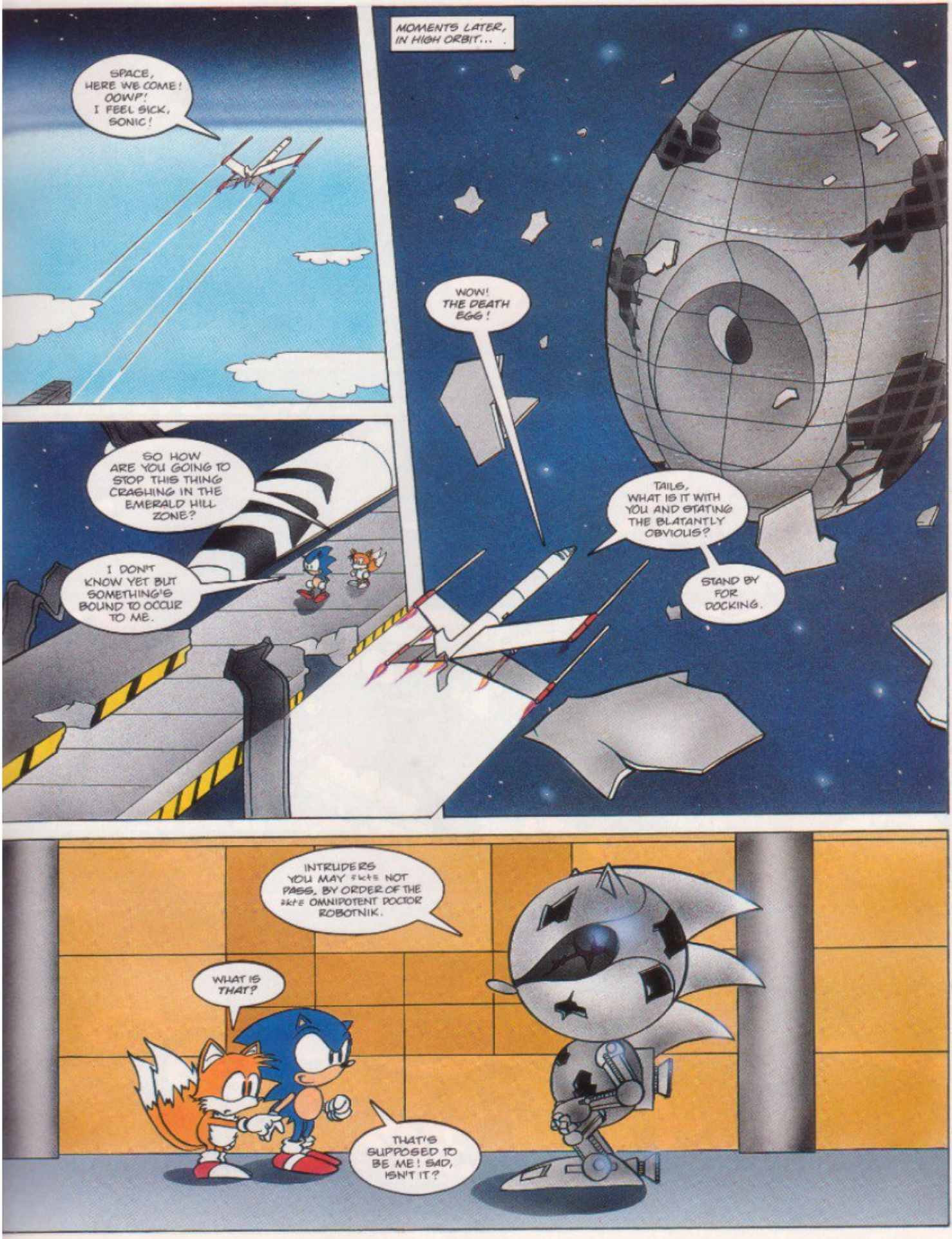
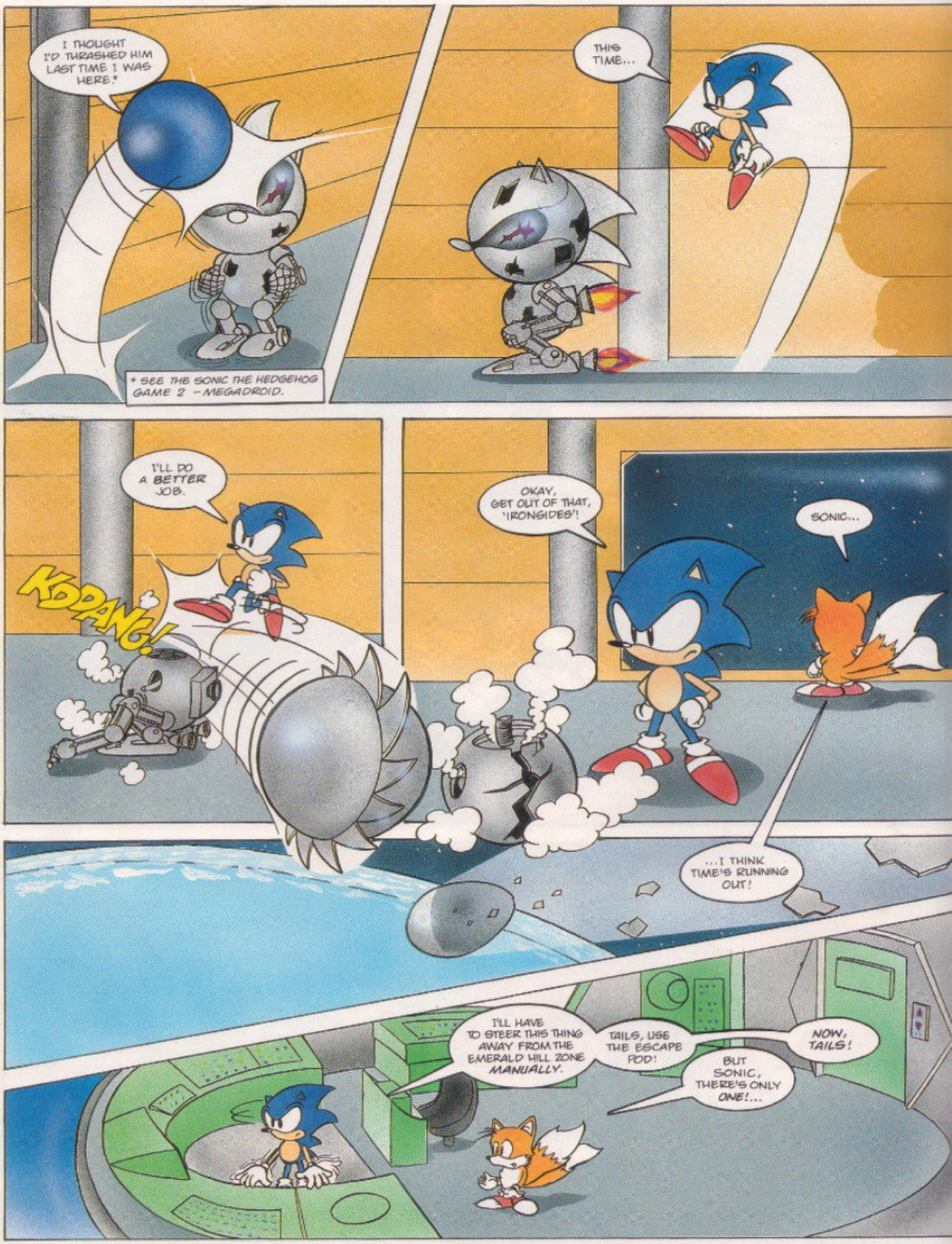
Sonic
THE HEDGEHOG
ATTACK ON THE DEATH EGG
THE UNDERGROUND LABORATORY OF DOCTOR KINTOBOR. NOW THE SECRET HEADQUARTERS OF A CERTAIN BLUE HEDGEHOG...
BUT SONIC, IF KINTOBOR WAS CHANGED INTO ROBOTNIK LIKE YOU SAID, HOWCUM THAT'S HIS FACE? HOWCUM?
I'LL SAY IT JUST ONE MORE TIME, TAILS. THIS IS KINTOBOR'S COMPUTER. THE FACE IS JUST A HOLOGRAM TO MAKE THE DARN THING EASIER TO USE.
GOT IT?
NOW BUTTON IT, THERE'S SOMETHING GOING ON OUT THERE...
COMPUTER, PUT IT ON SCREEN.
TH-THAT'S ROBOTNIK'S DEATH EGG SPACE SATELLITE. BUT I THOUGHT IT HAD BEEN DESTROYED!
LOOKS LARGE AS LIFE TO ME, BUDDY, AND HEADING FOR A CRASH LANDING RIGHT IN THE MIDDLE OF EMERALD HILL ZONE.

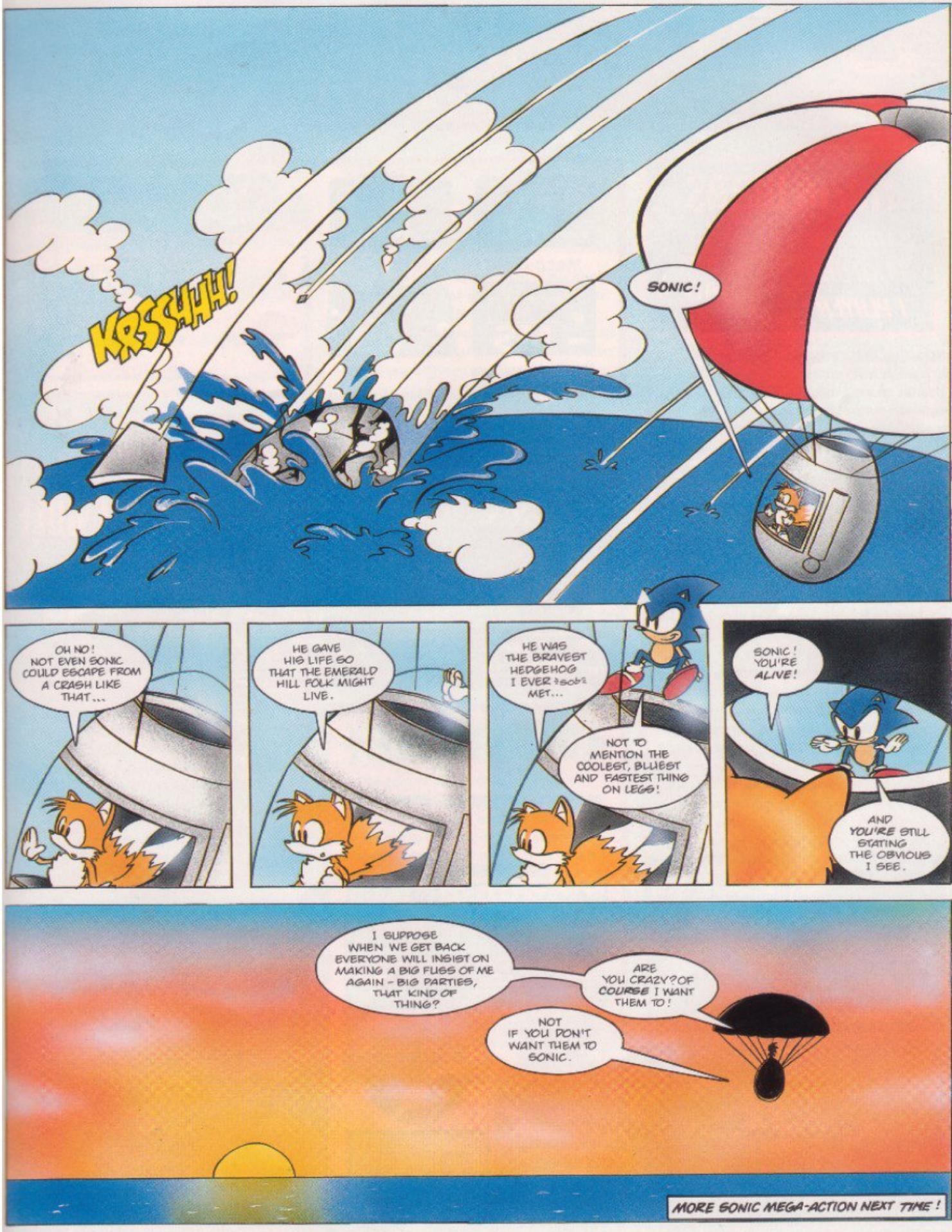

THERE'S NOT MUCH TIME. LET'S MOVE IT!
BUT WHAT CAN WE DO?
MOVE IT, KID! THIS IS NO PICNIC WE'RE GOING ON!
S-SORRY, SONIC.
NEXT STOP ROBOTNIK'S WING FORTRESS!
WING FORTRESS? BUT I THOUGHT YOU SAID WE WERE GOING TO...
OH, WHAT'S THE USE?
SOON (BUT NOT SOON ENOUGH FOR SONIC)...
LOOK! THERE IT IS. I CAN SEE IT.
NOT THAT SURPRISING WHEN YOU CONSIDER THE THING'S OVER 3000 METRES LONG...
I'LL STICK AROUND, IN CASE YOU NEED HELP.
HEY! SINCE WHEN DID I NEED HELP?


WHAT I NEED SHOULD BE AROUND HERE SOMEWHERE...
BHOOM!
HEY, MISSED AGAIN, PAL!
NOBODY ABOUT. LOOKS LIKE ROBOTNIK'S ABANDONED THE PLACE.
THIS IS GONNA BE A CINCH...
I DON'T BELIEVE IT! THE DEFENCES MUST BE ON AUTOMATIC.
THANK GOODNESS TAILS ISN'T HERE TO SEE ME WALK INTO THAT ONE!
ZUM!
ZUM!
SKKREE!
SONIC? IT'S ME, TAILS. I FOUND SOMEWHERE TO LAND THE PLANE.
ARE YOU ALL RIGHT DOWN THERE?
'COURSE I'M ALL RIGHT! WHAT COULD POSSIBLY BE THE MATTER?
GET BACK TO THE PLANE.


OH BOY. NOW THE LASER CANNON IS GETTING READY TO DO ITS THING...
ZZMMMMM!
SONIC, YOU SURE EVERYTHING'S OK?
I'VE SAID, HAVEN'T I? NOW BEAT IT!
IT'S ABOUT TO FIRE, I'VE ONLY GOT ONE CHANCE...
ZMMMKK!
KRRSSH!!
WHAT WAS THAT? SORRY, SONIC, BUT I'VE GOT TO SEE!
HEY PAL, I APPRECIATE THE CONCERN AND EVERYTHING, BUT IF I SAY EVERYTHING'S OKAY, IT'S OKAY.
OKAY?
YES, SONIC, SORRY SONIC.
I SUPPOSE YOU MIGHT AS WELL COME ALONG NOW, BUT IF YOU CAN'T KEEP UP ALL BETS ARE OFF.
GEE THANKS SONIC. DON'T WORRY, I'LL KEEP UP.
HERE'S WHY WE HAD TO GET TO THE WING FORTRESS, LITTLE BUDDY.
A SPACE SHIP!
YOU THINK WE COULD HAVE FLOWN INTO SPACE IN A BI-PLANE?


SPACE, HERE WE COME! OOWP! I FEEL SICK, SONIC!
MOMENTS LATER, IN HIGH ORBIT...
WOW! THE DEATH EGG!
SO HOW ARE YOU GOING TO STOP THIS THING CRASHING IN THE EMERALD HILL ZONE?
I DON'T KNOW YET BUT SOMETHING'S BOUND TO OCCUR TO ME.
TAILS, WHAT IS IT WITH YOU AND STATING THE BLATANTLY OBVIOUS?
STAND BY FOR DOCKING.
INTRUDERS YOU MAY ~~FUCK~~ NOT PASS, BY ORDER OF THE ~~FUCK~~ OMNIPOTENT DOCTOR ROBOTNIK.
WHAT IS THAT?
THAT'S SUPPOSED TO BE ME! SAD, ISN'T IT?


I THOUGHT I'D THRASHED HIM LAST TIME I WAS HERE.*
THIS TIME...
* SEE THE SONIC THE HEDGEHOG GAME 2 – MEGADROID.
I'LL DO A BETTER JOB.
KDDANG!
OKAY, GET OUT OF THAT, 'IRONSIDES'!
SONIC...
...I THINK TIME'S RUNNING OUT!
I'LL HAVE TO STEER THIS THING AWAY FROM THE EMERALD HILL ZONE MANUALLY.
TAILS, USE THE ESCAPE POD!
NOW, TAILS!
BUT SONIC, THERE'S ONLY ONE!...


KRSSHHH!
SONIC!
OH NO! NOT EVEN SONIC COULD ESCAPE FROM A CRASH LIKE THAT...
HE GAVE HIS LIFE SO THAT THE EMERALD HILL FOLK MIGHT LIVE.
HE WAS THE BRAVEST HEDGEHOG I EVER [illegible] MET...
NOT TO MENTION THE COOLEST, BLUEST AND FASTEST THING ON LEGS!
SONIC! YOU'RE ALIVE!
AND YOU'RE STILL STATING THE OBVIOUS I SEE.
I SUPPOSE WHEN WE GET BACK EVERYONE WILL INSIST ON MAKING A BIG FUSS OF ME AGAIN - BIG PARTIES, THAT KIND OF THING?
ARE YOU CRAZY? OF COURSE I WANT THEM TO!
NOT IF YOU DON'T WANT THEM TO SONIC.
MORE SONIC MEGA-ACTION NEXT TIME!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.
STC REVIEWERS THIS ISSUE:
Tony Takoushi and Richard Burton.

MAZIN WARS

game type:
PLATFORM
1 PLAYER

MD

MAZIN WARS, or MAZIN SAGA as it was originally called in Japan, is based around a very famous comic strip.You have to battle against the odds in an effort to rid your world of beastly brutes and pretty mindboggling bosses.

Each stage is made up of distinct sections.There are ordinary left/right scrolling battles. Here you have to hack the enemy with your sword and jump or spin over them. There are goodies to collect in the form energy top-ups. The enemies are varied with really superbly animated slugs, silky smooth droids and smooth Morphs.

These sections are challenging and attractive.You have to fight mini-bosses around halfway through. On level one, for instance, you have to slash the heel of an enormous foot, then battle on and face the really B-I-G boss.This creep is a huge head with a steel fist that slides in from the side of the screen.

Perhaps the most amazing part of this game is the one-on-one sword-slashing boss encounters. Here the view changes and you battle as an enormous character against an equally enormous boss.The graphics and animation are just so smooth, the moves are skilful and your tongue will drool at the action!

There is some variety to the game with forced scrolling sections and some nasty combos to crack.

Overall a very polished game. A Must Buy! - TT.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER: SEGA
PRICE: £39.99

GRAPHICS 85
SOUND 60
PLAYABILITY 80

RAVES: Absolutely brilliant bosses and gob-smacking animation

GRAVES: Platform sections get boring

OVERALL 85%

SEGA WORLD TOURNAMENT GOLF

game type:
SPORTS
1 - 4 PLAYERS

MS

It has been a while since Master System owners had a good golf game to themselves. SEGA WORLD TOURNAMENT GOLF is a cracking game with plenty of polish and a different viewpoint from all previous golf games on the Master System.

You can have from up to four players, with options to play in Medal or Championship formats.There is a choice of courses (Country or Links) and you can select 18, 36, 54 or 72 holes to play.

The player options are flexible too with the ability to enter your own name, place the tee, choose from three other clubs and set the difficulty level (novice, amateur or pro).

When playing the game you are given a top-down view of the course and a cursor indicates the line of shot. Club, tee, wind direction and ball trajectory are all shown with icons and graphic boxes.You can view the hole by scrolling the course, or view the overall course map at any time.

To play a shot you have to set the strength of shot and then the snap, or break. Both are triggered by pressing a button as a gauge rises and falls.

Overall this is a challenging simulation and with two courses is not a game that will be cracked too quickly. It looks good, plays well, although the sound is average at best. - TT.

SUMMER CHALLENGE

game type: SPORTS

MD

1 - 10 PLAYERS

You can't convince me that sports games aren't the fiendish invention of joystick manufacturers. What better way to destroy a perfectly good joystick than by hitting it repeatedly to get some on-screen athlete moving? Then, of course, there's no choice but to buy a new one!

SUMMER CHALLENGE at least gives the poor, beleaguered joypad a breather. This Olympic-style sports sim offers not only the traditional button-pounding track and field events like 400M Hurdles, Pole Vault, High Jump and Javelin but also a range of non-stadium events such as Cycling, Archery, Kayaking and even Equestrian. These require a somewhat more 'leisurely' use of the controller.

Up to 10 players can take part in all eight events, or you can play against defined international champions. The game offers a training mode for all events before you head into competition in the tournament mode. There's also a very useful instant replay facility.

Graphics and animation in SUMMER CHALLENGE and very good. The screen for each event consists of a window showing the competitor in action plus a window giving a map view of the course. However, the back-view viewpoint of competitors doesn't help when it comes to sports where distance has to be judged.

The game is packaged well with a comprehensive manual and separate, useful booklet listing controls for all the events.

In a competitive field of sports games on the Mega Drive SUMMER CHALLENGE comes high in the rankings but doesn't quite get the gold medal. Good for summer playing, though. - RB.

FAST FAX

PUBLISHER SEGA

PRICE £29.99

GRAPHICS 75

SOUND 60

PLAYABILITY 75

RAVES The graphics will make your friends green with envy!

GRAVES You can lose sight of the green

OVERALL 75%

FAST FAX

PUBLISHER ACCOLADE

PRICE £34.99

GRAPHICS 80

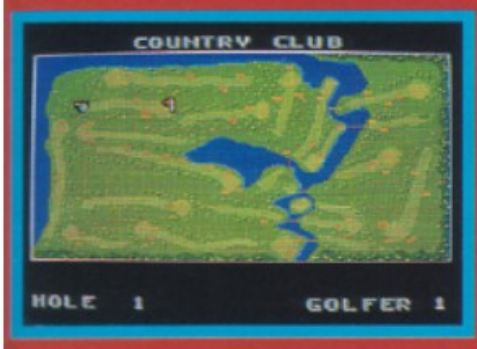
SOUND 75

PLAYABILITY 70

RAVES Good variety of sports. Visually impressive

GRAVES Awkward views, difficult control

OVERALL 80%



NIGHT. IBARKARI PROVINCE, JAPAN.
JOE MUSASHI HAS FOUGHT HIS WAY THROUGH FIVE LEVELS OF THIS STRONG-HOLD, EACH GUARDED BY A SKILLED ASSASSIN, TO REACH THIS POINT...
HIS ENEMIES, THE RENEGADE NINJA CLAN THE NEO ZEED, HAD KILLED HIS SENSEI AND KIDNAPPED NAOKO, HIS LADY LOVE.
Shinobi
The FEAR Pavilion part 6
NOW HERE SHE WAS BEFORE HIM.
HOW PALE SHE LOOKS. HOW SOFT HER BREATHING.
THOUGH MUSASHI'S HARAGEI* TELLS HIM THERE IS NOTHING TO WORRY ABOUT...
* HARAGEI – A KIND OF SIXTH SENSE POSSESSED BY NINJA, SIMILAR TO RADAR – MEGADROID.

...SOMETHING ABOUT THIS TRANQUIL SCENE IS WRONG.
IT IS UNLIKELY THAT THE NEO ZEED WOULD LEAVE NAOKO UNGUARDED.
風火水地
YET MUSASHI'S HARAGEI SAYS THE ROOM IS EMPTY.
JON HAWARD ©'93
JUST MUSASHI AND NAOKO.
WAIT...
WHY HADN'T HE NOTICED IT BEFORE? NAOKO WOULD NEVER SHOW HER RED UNDER-KIMONO IN SO BRAZEN A MANNER.
EITHER NAOKO HAD BEEN DRESSED BY SOME ONE ELSE OR, INCREDIBLY, THIS WAS NOT NAOKO.
CHING CHING!

IMPOSSIBLE THOUGH IT MIGHT SEEM, THIS IMPOSTER HAD BEEN ABLE TO FOOL MUSASHI'S HARAGEI, HOWEVER BRIEFLY.
KRANG!
SKANG!
THE WOMAN'S NINJA SKILLS MUST BE TRULY EXTRAORDINARY.
AND OF COURSE, SHE HAS ANOTHER ADVANTAGE ...
SHE LOOKS EXACTLY LIKE THE ONLY WOMAN MUSASHI HAS EVER LOVED.
WHICH MAKES IT HARD FOR HIM TO FIGHT BACK.
CRACK!
UGGH!
SHE REVEALS HER TRUE SELF. THE UNIFORM IS SYMBOLIC – IT REPRESENTS 'WATER'.
IS IT POSSIBLE THAT THIS WOMAN COULD BE ONE OF THE LEGENDARY FOUR ELEMENTS, THE TERRIFYING TORTURERS WHO ENFORCE THE LAW OF THE NEO ZEED?
AND IF SHE IS, WHERE ARE THE OTHER THREE?

WHERE ARE EARTH, AIR AND FIRE?
OF COURSE, SOME QUESTIONS ARE BEST LEFT UNANSWERED.
JOHN HAWARD

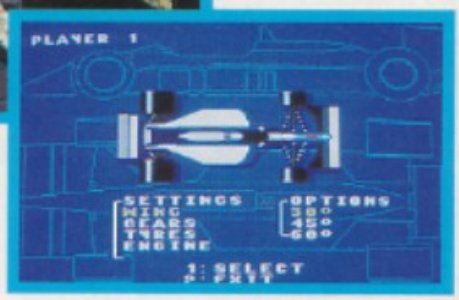
AND IT IS ONLY THEN THAT THE DESPAIR OF THE SITUATION CRASHES DOWN ON MUSASHI.
NAOKO WAS NEVER HERE. IT WAS JUST AN ELABORATE TRAP, DESIGNED TO LURE HIM OFF-GUARD AND DESTROY HIM.
ANY MORE TIME WASTED IN THIS PLACE BROUGHT THE REAL NAOKO EVEN CLOSER TO DEATH.
FOOOMPH!
BESIDES, THE FOURTH LESSON OF NINJITSU IS THAT THE SUCCESS OF THE MISSION IS MORE IMPORTANT THAN WINNING A SINGLE BATTLE.
BETTER FOR NAOKO THAT MUSASHI SURVIVE TO FIGHT ANOTHER DAY.
KKRASH!!
THERE WOULD BE PLENTY OF TIME TO BATTLE THE FOUR ELEMENTS WHEN NAOKO WAS SAFE.
IT WAS A MATCH HE WAS LOOKING FORWARD TO.
THE END?
A NEW SHINOBI STORY BEGINS IN STC SOON!

NEWS Zone

Formula for Success

Race the world's top circuits (MD version)

Select a track (MD version)



Car set-up option (MS version)

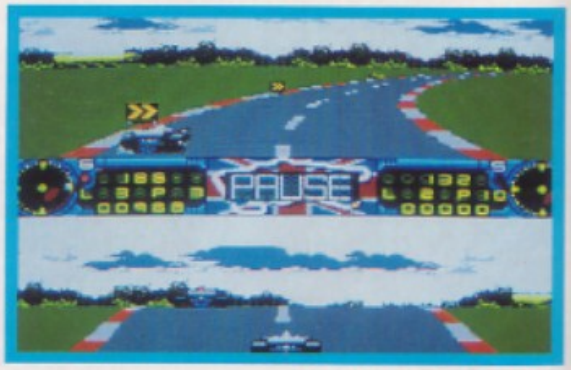
Domark goes for pole position

Formula 1 motor racing roars onto the Mega Drive with F1, the new release from Domark.

This 8-Megabit cart will allow players to explore all the world's major circuits and race with top drivers and teams in this, the first motor racing game officially approved by the FIA Formula One World Championship, the ruling body of the sport.

F1, according to Domark, will boast a 'Turbo' mode that makes it the fastest motor racing game yet. In addition there will be realistic engine sounds in four-channel stereo, individual driver personalities and driving styles, pit stops for tyre changes and car set-ups and a whole raft of other features. Battery back-up is provided for any races called off on account of dinner being ready!

F1 is a major release across all the Sega systems with Mega Drive (£44.99) and Master System (£29.99) versions due out at the end of August and the Game Gear version (£24.99) out about a month later.



Two-player mode (MS version)

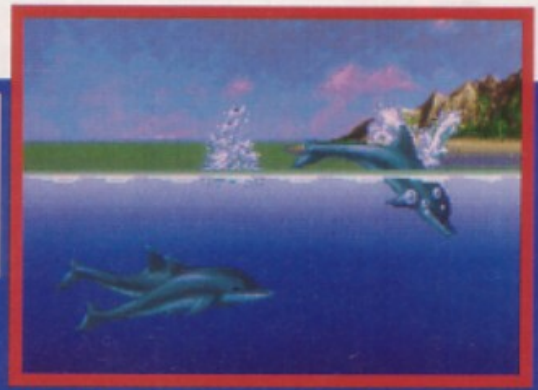
Ecco Leaps Higher on CD

Ecco set to sound even sweeter on the Mega CD

Ecco, currently the gaming world's most popular dolphin, is moving onto the Mega CD.

ECCO THE DOLPHIN was a huge hit on the Mega Drive and the conversion to Mega CD closely follows the original, with the addition new opening animation and a couple of extra sections.

However, it is in the sound department that the biggest changes have taken place. A spectacular new CD-quality musical score has been added, recorded in Q*Sound for a surround-sound effect. Sound effects also have been dramatically improved, with real splash sounds when the dolphins jump in and out the water.



Ecco: looking good and sounding even better on the Mega CD.

The Ecco Mega CD is already on sale in America where it is getting rave reactions. It should be on sale in Britain around November with a price tag of about £40.00. Watch for it.

The New Faces of Golden Axe

Golden Axe III introduces new cast of characters

The new Golden Axe crew. Clockwise from top: The Falcon Man, Cragger, Burn, Glinder and Cronus.

The familar faces of Ax-Battler, Gilius-Thunderhead and Tyris-Flare, from the first two Golden Axe games (not to mention the brilliant STC comic strip which comes to a close this issue) are about to disappear from the upcoming Golden Axe III.

In their place meet a man called Glinder, a woman called Burn, Cragger the giant, Cronus the Jaguar and The Falcon Man.

Cronus, the Jaguar-like creature, can spring like a cat, slash with his claws and gnaw on your neck!

Cragger is a hulking brute who is slow to attack but almost unstoppable when he does! The Falcon Man is a bird-man who just loves to drop in on you! His specialty is a flying attack with claws outstretched.

Golden Axe III has many new play touches, including an enormous wagon with wheels which you can fall under and new magic powers to summon. There are masses of new features with multi-path round structures, more intelligent nasties and almost double the moves than Golden Axe I and II.

No definite release date as yet. Keep watching STC for further details.

Short Bursts

SPOOKY KINDA GUY

The evil Sardini family have bumped off Guy to get their hands on his inheritance and used the money to buy four palatial mansions. Guy, understandably, is a bit put out by all this and decides to seek his revenge from beyond the grave - as (wait for it!) Polterguy!

Haunting Starring Polterguy is a spooky new release coming from Electronic Arts in September. In it Polterguy haunts the various Sardini family members out of their mansions by possessing over 400 different items. Players must keep him topped up with ectoplasm and avoid the nasty Ectobeasts.

Designed by John Salwitz and Dave Ralston of Cyberball and Paperboy fame, Haunting Starring Polterguy is a 16-Meg action comedy game for the Mega Drive, priced at $49.99.

FUTUREBALL

In the future there will still be baseball, according to Electronic Arts, who are about to release Super Baseball 2020 for the Mega Drive .

In 2020 there are new rules and new twists on the original game of baseball. Like, teams can be made up of males, females and robots. There are are land mines in the outfield and armoured glass covering other parts of the playing area. Prize money can be earned from good plays and power-ups bought to increase the strength of pitchers and batters.

Super Baseball 2020 is a conversion of the Neo Geo arcade hit and due out in September for the MD at £49.99.

SHINING EXAMPLE

Fantasy role-playing game fans, get ready to roam through Shining Force, Sega's new RPG release.

You control up to 12 characters which transform into different creatures as you progress through the eight scenarios that make up the game. As well as classic RPG features, Shining Force is also contains simulated strategic combat, just to make things a little more lively! And if you want to rest after a gruelling battle, there's built-in battery back-up to save your position.

Shining Force is available for the Mega Drive at £39.99.

VIRTUAL PROGRESS

The Mega Drive version of that sizzling coin-op game Virtua Racing is getting closer to completion.

Thanks to the use of a special computer chip called a Digital Signal Processor it will be an awesome conversion because the DSP chip actually makes the game run faster.

The MD Virtua Racing is being developed in the same room as the team that developed the arcade game so you can just imagine how good its going to be!

Virtua Racing for the Mega Drive should be available around Christmas time or early next year - so start saving!

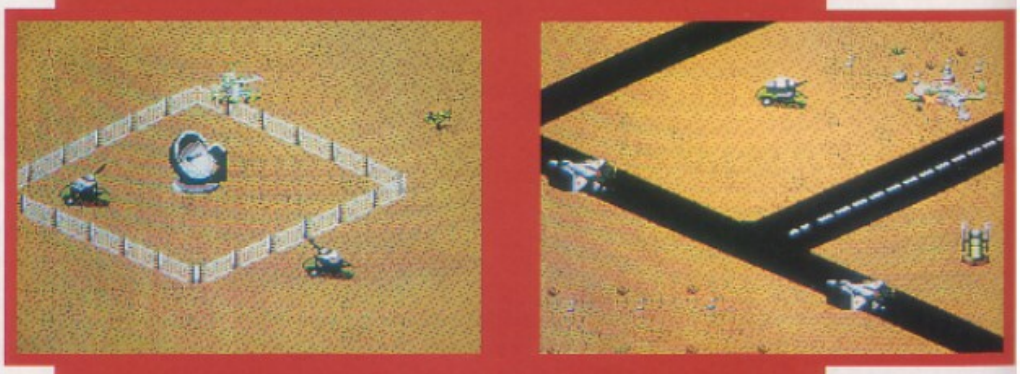
Desert Strike Hits 8-Bit

Master System and Game Gear versions on the way

Frustrated owners of Sega 8-bit systems, who have watched as the mega-hit DESERT STRIKE stormed across the 16-bit systems, now it's your chance to cheer. Domark's in-house programming team, The Kremlin, have pulled off a major coup by converting this superb game to the Master System and Game Gear.

The action classic, in which you pilot an advanced attack helicopter through four gruelling campaigns in order to defeat an evil middle east dictator, has sold almost a million copies across other computer and video game systems. It was Electronic Arts' most successful Mega Drive title ever and has recently spawned a sequel, JUNGLE STRIKE.

DESERT STRIKE for the Master System and Game Gear is due for release by Domark in September. Prices have yet to be confirmed, though should be about average for MS and GG games.



Above: Desert Strike - Master System

Above: Desert Strike - Game Gear

One Cool Cat

Look out Sonic, there's a fast, furry feline on your tail! BUBSY BOBCAT IN 'CLAWS ENCOUNTERS OF THE FURRED KIND' is the big new release from Accolade, starring the all-talking, fast-moving Bubsy.

This 16-meg cart for the Mega Drive claims state-of-the-art cartoon animation, detailed graphics, realistic sound effects and a movie-style musical score. Bubsy has a digitised voice, and a huge repertoire of expressions and mannerisms. You'll believe a bobcat can say "Ah-ooga!" and "Fluff dry"!

The game features five worlds of three levels each plus an awesome final boss screen. You must help Bubsy avoid falling rocks, eggs, rolling manhole covers, cheesewheels, projectile gumballs and many other off-the-wall dangers.

BUBSY BOBCAT IN 'CLAWS ENCOUNTERS OF THE FURRED KIND' is out now price £39.99 for the MD. Watch for the full review in an upcoming STC. Meanwhile, you could get you hands on some Bubsy clothing for free elsewhere in this issue.

The Legend of the
GOLDEN AXE
Citadel of Dead Souls
Part 6
DARK GULD'S LAIR WITHIN FIREDRAKE FELL.
I'M GOING TO REPAY YOU FOR ALL THE PAIN YOU'VE CAUSED ME, AX-BATTLER...
...AND THEN I WILL REPAY YOUR FRIENDS. THEIR DEATHS WILL BE MUCH SLOWER.
DROP DEAD, DARK GULD.
I'VE ALREADY TRIED THAT. I DIDN'T LIKE IT.
THE EVIL EMPEROR DARK GULD, BROUGHT BACK FROM THE DEAD, HAS BEEN FORCED TO JOIN HIS BODY WITH THE SORCEROR BLACKSPELL. ONLY THE DEATH OF AX-BATTLER CAN COMPLETE THE RESURRECTION SPELL AND RESTORE DARK GULD TO FULL LIFE.
SOME DISTANCE TO THE EAST...
LOOK! ELVES! JUST WHAT WE NEED!
GO ON! BEAT IT, YOU LITTLE THIEVES!
RRAGH
YEEOWW!
THOSE ELVES, ALWAYS STEALING OTHER PEOPLE'S STUFF.
HMMM. MAGIC POTIONS. WE CAN USE THESE.

Script: Mark Eyles Art: Mike White Lettering: Tom Frame

THE POTIONS RECHARGED THE PAIR'S MAGIC POWERS.
SOME TIME LATER.
CAN'T BE MUCH FURTHER... WAIT, UP AHEAD...
FIREDRAKE FELL.
CHARMING PLACE. WONDER IF THEY'VE GOT ANY FOOD.
STOP THINKING ABOUT YOUR STOMACH.
LET'S CLIMB FROM HERE. IT'LL BE EASIER.
HEAD FOR THE EYES.
IN HERE, KEEP QUIET!
SORRY, IT'S ONLY MY STOMACH RUMBLING!

THERE'S AX. HE'S KEEPING LOUSY COMPANY THESE DAYS!
WAIT TILL THEY'VE GONE. THEN WE GO IN THREE.
THREE!
LET'S GO!
READY?
READY.
...BY THE BLOOD OF AX-BATTLER, I, THE SORCEROR BLACKSPELL COMMAND YOU...
GET ON WITH IT.
STOP!

YOU WANT TO BE SEPARATED? I CAN FIX THAT!
THE WOMAN!
N-NO, NO!
TYRIS, GILIUS — WHAT KEPT YOU?
WE COULDN'T BELIEVE YOU WERE STUPID ENOUGH TO GET CAUGHT.
SHUT UP, YOU TWO. DARK GULD GOT AWAY FROM ME!
KRANNG!
DEMON OF LAVA, WE COMMAND YOU — SEND US YOUR WARRIORS!
GILIUS, COMBINE OUR MAGIC, IT'S THE ONLY WAY TO STOP THEM!
POWER OF FIRE I COMMAND THEE!
POWER OF EARTH I COMMAND THEE!

KDUNNCH!
RUMMBLE!
LET'S GET OUT OF HERE!
NOO! DON'T LEAVE ME!
I WILL NOT DIE AGAIN...
THE WHOLE MOUNTAIN'S GOING UP!
THAT'LL PUT AN END TO DARK GULD'S EVIL.
I WONDER...?
BADDOOOM!
WE'LL RETURN THE GOLDEN AXE TO THE KING OF YURIA.
THERE'D BETTER BE A DECENT REWARD AFTER ALL WE'VE BEEN THROUGH.
...AND A MAJOR FEAST!
THE END
MORE LEGENDS OF THE GOLDEN AXE COMING SOON.

Q Zone Q&A special

Welcome to Q Zone's first Q&A Special! So many of you have been writing to STC asking for help, cheats and tips with games that STC Game Guru David Gibbon has gone into overdrive to answer your questions. Here is the first of, hopefully, many Q&A Specials.

Mega Drive

GHOSTBUSTERS

Q I have been struggling on the last level of Ghostbusters on the Mega Drive. Please could you print a cheat to help me?
ANDREW REILLY, BURY, LANCASHIRE.

A Sorry to hear you have been having problems with this spooky game, Andrew. You must be pretty good to get to the last level. I have a money cheat which allows you to boost your cash to over $1m enabling you to buy everything!

Next time you play the game and enter your account number. Alter the last two digits by increasing one and decreasing the other.

GOLDEN AXE

Q I have tried the level select cheat from STC issue 1 for Golden Axe on the Mega Drive, but I can't make it work. What am I doing wrong?
ADAM RICHMOND, BARRY, SOUTH GLAMORGAN.

A I cannot understand why it is not working for you, Adam. I have tried the cheat and it does work, however, I have found another way of getting a level select for this game:

When selecting a player hold down Right/Down diagonal together with the B button and Start. You will now have a level select.

CASTLE OF ILLUSION

Q Do you know of any cheats for Castle Of Illusion on the Mega Drive?
MICHAEL MAWDSLEY, SOUTHPORT, MERSEYSIDE AND KATE LOWE, LEIGH, LANCASHIRE.

A After going through my vast array of cheats, I finally came across one for this game which will give you loads of lives:

When you are on the in-between levels screen keep pressing Start as the points are being added to your score. This will give you extra lives!

CHAKAN

Q I am having great problems with Chakan: The Forever Man on the Mega Drive. Do you have any cheats for this game?
ROBERT PLANT, RODE HEATH, STOKE-ON-TRENT.

A I can give you a number of tips, Robert, to help you in your quest. I have also come up with a great level skip cheat:

LEVEL SKIP
First select the practice mode and start the game. Now, move Chakan onto the small platform which is just top right of the Sky Portal. Press Start, then select and use the passage spell. You should now have skipped 12 levels and acquired all of the weapons available. This will make completing the game much eaiser.

DEADLY MOVES
While rolling in the air, jump again and you will roll a second time which will enable you to travel much further and higher. Use the Spin Attack at the same time to produce a deadly move!

COLLECTING THE POTIONS
When entering a new level start by collecting all the potions. Now, destroy yourself without finishing and re-do the level again including picking up the the potions. This way if you are about to enter a very tough level or meet a nasty guardian you can go in with loads of potions. Be warned that the Clear-Air potion will only appear once.

BOSSES TOO TOUGH?
If you are having problems defeating the bosses the best way is to use the Doorway magic potion. This way you restart the battle with loads of time and power.

SUPER HANG-ON

Q Please could you give us some passwords or cheats for the motorbike racer, Super Hang-On on the Mega Drive?
IAN MOORE (NO ADDRESS) AND JUNAID AHLA, PRESTON.

A This is quite an old game, but one that is still causing a lot of headaches. Here are several cheats which should be entered as passwords:

To get plenty of cash enter:
51B04000A0500
70J0CG976ACMGI

Also, enter these codes for each level which should really help you to complete the game:

LEVEL	PASSWORD
1	1FF3C54GF30504 9FKLJJEMBAJFPP
2	1053D546F30504 DC05LHIMFAFD5P
3	1DF3A546F30524 FCGJEMIMCFNQTN

To see the end sequence enter:
5FF3F546F35564
FF05LPIMFJQNK5

CHUCK ROCK

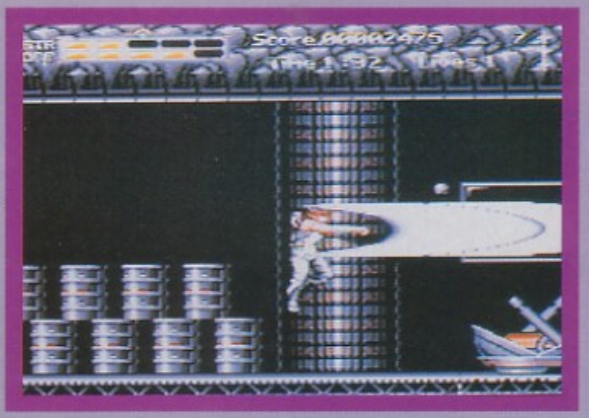
Q I've just received a Mega Drive including six games, one of which is Chuck Rock. Do you have any cheats for the game?
LEE CRISSITHS, PUTSON, HEREFORD.

A Indeed, my friend, I do have a cheat for Chuck Rock. This is a level select which should help you get through those difficult parts of the game:

When the title screen appears, using the D-Pad spell out the word ABRACADABRA (Tip: Use right and down on the joypad to get the letters R and D). If all went well Chuck Rock should wink at you showing the cheat is activated. To start it up, pause the game and move up, down, left and right to move to different levels.

Master System

STRIDER



Q My friend tells me there is a cheat for Strider on the Mega Drive giving a level select: press Down, Down and buttons A, C, B, C, A and Start when the master is laughing. I have tried it but it does not work, please could you print the real version?
ROBERT POWELL, AVELEY, ESSEX.

A Your friend is nearly correct but the cheat is activated in a slightly different way. Try this:

When the master laughs, just before the beginning of the game, hold Down and press buttons A, C, B, C and A on the joypad to get a level select.

TOKI/SUPER THUNDERBLADE

Q Do you know of and cheats for Toki and Super Thunder Blade on the Mega Drive?
KEVIN SELLWOOD, REDRATH, CORNWALL.

A You're in luck, Kevin. I have two great cheats for Super Thunderblade, one gives you 30 lives and the other is a level select. Unfortunately, the only cheats I could find for Toki are for the Game Genie so if you don't own one yet, you will have to now!

SUPER THUNDERBLADE
Pressing buttons A, B, C and Start simultaneously on the title screen will give you 30 lives.

For the level select, press A, Up, Down, Left, Right, Right, Left, Down, Up and finally Up and Start together. It's a bit long but it works a treat!

TOKI
Enter the following codes for the Game Genie:

Infinite lives	ATWTCA88
Iinfinite continues	BC3TAA4T
Stop the sands of time	AATTCA44
Become invincible longer	ACWAABF8
Palace guards die with one shot	AL7ACA58 + AG7ADE56

STREETS OF RAGE 2

Q My favourite game is currently Streets Of Rage 2 on the Mega Drive. Do you have a cheat for infinite lives?
ANDREW HEATON, WORSLEY MESNES, WIGAN.

A Unfortunately Andrew, there is no cheat for infinite lives on this game. However, I do have a level select cheat which allows you to start with up to nine lives:

Plug your Joypad into port 1. Press Start and move the cursor down to the options. Now plug your joypad into port 2 and hold down A and B, then press Start. Keep A and B held until the option menu appears.

It will allow you to play with up to 9 lives and on any level.

SONIC THE HEDGEHOG 2

Q I am stuck on the Casino Night Zone in Sonic 2 on the Mega Drive. I keep getting killed by Dr Robotnik, do you have any tips you could give me?
JAMES LOWE, LIVERPOOL.

A It's really sad to hear from people who keep on getting hurt by Robotnik. They ought to lock him up throw away the key!

To kill the evil Dr R, start by hitting his ship from the sides but make sure you avoid the electric pulses by running up the side of the wall and spinning into Robotnik. Then jump onto the middle platform in the centre of the screen, then jump up and hit him several times and get back on the platform. Repeat this procedure and he will be no more!

THE NINJA

Q I would like to know where the 5th secret scroll is in The Ninja on the Master System. I know there are scrolls in levels 1, 6, 8 and 9. Where is the other?
MARTIN MCGILLIE, CO.TYRONE, NORTHERN ISLAND.

A Ahh, that last scroll is all that is stopping you from becoming a Ninja Master. Well guess what? I am going to tell you where it is at:

It's easy really. Get onto level 4 and go to the bottom of the statue. Shoot it 5 times and the scroll will be yours!

SPEEDBALL

Q I have Speedball 2 on the Master System, but I can't get into Division One. Can you give me the code please?
MICHAEL JUDSON, PENRITH, CUMBRIA.

A Having trouble getting into the top eh? Well since you buy the comic I will help you. Just try the following:

LCLI CWAF O6XE ya3q 2bst -is1 gGVC

ALEX KIDD IN HIGH TECH WORLD

Q I received a Master System some time ago and I have Alex Kidd in High Tech World. Can you give me any help for this game?
STEVEN JACKSON, USHAW MOOR, DURHAM.

A I have came up with some help, Steven, which I hope will be of help to you. I have a level code below, for you:

Entering 01AdGSCPVd to start playing from The Forest section of the game.

Once you are past the Forest try praying to the Gods in the Temple 100 times. This should take you to the final wooded area.

Keep those questions and queries coming in to the Q Zone, Boomers. Help is always at hand.

WONDER BOY
In
DEMON WORLD
part 5
SHION THE WONDER BOY IS SEARCHING FOR THE VILLAGERS WHO'VE BEEN KIDNAPPED BY GRIMOMEN THE DEMON LORD. SHION STEPS THROUGH A DIMENSIONAL PORTAL.
...INTO THE FIRE. UH-OH. DEMONS.
MY NAME'S SCHWARTZ.
AND MINE'S EGGER. WE'RE THE IMMIGRATION CONTROL FOR DEMON WORLD.
WHERE'RE YOUR PAPERS?
PAPERS? ER... I DON'T HAVE ANY, BUT MAYBE WE CAN COME TO SOME... ARRANGEMENT?
NO PAPERS! NO PAPERS!
TEAR HIM UP AND THEN SHRED HIM.
FILL HIM IN.
IN TRIPLICATE.
FWAMM!
LET MAGIC APPEAR AND SPELL ME THUNDER.

WE'LL BE...
...BACK.
KDDOOM!
THAT TAKES CARE OF THE PAPERWORK.
OH, GOLLY-GOSH. YOU'VE DONE IT NOW, SHION.
THE CITY OF DEMONOPOLIS.
WELCOME TO DEMONWORLD!
GRIMOMEN'S SPELL'S CHANGIN' MY ARM QUICKER AND QUICKER. I CAN HARDLY FEEL IT ANYMORE.
I'LL SOON BECOME A DEMON. I'VE GOTTA MOVE FAST.

The Shame Inn
MAYBE I CAN FIND OUT SOMETHING ABOUT GRIMOMEN AND THE VILLAGERS IN THIS INN.
GEDDOUDA 'ERE. WE DON'T WANT YOUR SORT 'ERE.
THIS IS A DECENT ESTABLISH-MENT.
WHO'RE YOU?
GRIMOMEN! THE DEMON LORD! WELL, WHY DIDN'T YA SAY. ANY FRIEND OF 'IS IS A FRIEND O' DRUM'S. I'M 'IS MOST LOYAL SUBJECT. YESSIR, I LOVES 'IM. 'E'S A GREAT RULER. FAIR BUT CRUEL. MAY DARKNESS SHINE OVER 'IM FOREVER.
DID YOU SAY AS 'OW YOU WORKED FOR 'IM?
DRUM'S ME NAME. I'M THE BOSS 'ERE. WHY? WHASSIT T'YOU?
I'M LOOKIN' FOR GRIMOMEN.
YES. WELL. COULD YOU TELL ME WHERE HE'S TAKEN THE PEOPLE FROM MONSTER WORLD?
THEY'LL BE WORKIN' IN GRIMOMEN'S — PRAISE HIS CORPULENCE — PITCASTLE AT THE CENTRE OF DEMONOPOLIS.
IS YOUR ARM ALL RIGHT, SIR?

OUCH!
I CAN'T FEEL MY ARM.
YOW! I CAN'T CONTROL IT.
GET OFF.
MUST... CONTROL... ALL OF ME... MY... HAND.
'ERE, LOOK. ON HIS HAND...
AARRKCH...
HE'S STRANGLIN' HISSELF!
'TIS THE MARK OF THE DEMON LORD!
NEXT ISSUE : FLIGHT TO CASTLE BOTTOM!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, let Megadroid know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!

Give Tails A Spin

Dear STC,

Why doesn't Tails have his own comic strip? He could be looking after Porker Lewis and his friends while Sonic is on a long-deserved, Robotnik-free holiday. Tails could get into trouble or he could have lots of fun, fun, fun! Give it a try.

STEPHEN HARPER, LUTON, BEDS. SONIC BADGE WINNER.

What do you think, Tails fans? Should young Miles Prowler get his own strip in STC? Write to Speedlines and cast your vote.

Andrew John Huband, Redditch, Worcs. MD owner. Sonic badge winner.

Problem Mum

Dear STC,

My Mum takes playing on my Master System too seriously. The other day she got further on ALEX KIDD than she's ever got before. I told her to hit something and when she did she got killed. Then she shouted at me for losing her last life.

Please print this as it might knock some sense into her. She is a Sega freak.

CHRISTINE LANGLEY, CHELTENHAM, GLOS. MS OWNER. SONIC BADGE WINNER.

I don't know, Christine. These adults are pretty much hopeless cases when they discover the wonders of Sega games. If I were you I'd ration her time on your MS and stay well clear when she's playing!

Mega CD Certified?

Dear STC,

Is it true that on the Mega CD there is an age limit on the games you can buy?

MISS L A RICHARDSON, HEXHAM, NORTHUMBERLAND. SONIC BADGE WINNER.

So far there is only one Mega CD game, NIGHT TRAP, that has received a 15 certificate, which means you have to be 15 or over to buy it. However, this is a special case. All other Mega CD titles can be bought by Boomers of any age.

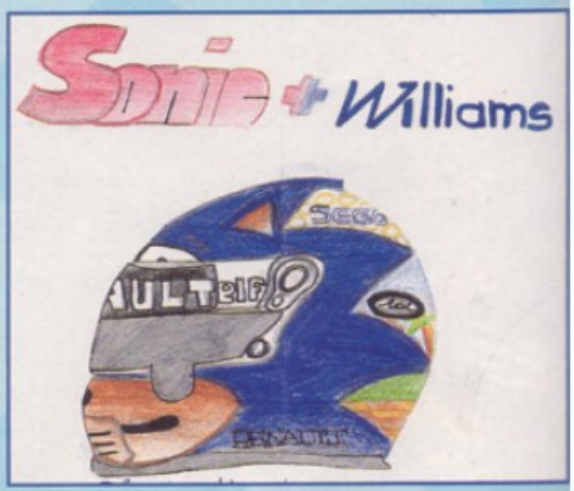
Picture-Less

Dear STC,

Your comic's brilliant. I've bought every copy since issue 1. I even sent you a letter and a picture but you never printed it. Why? I thought the picture was quite good.

JONATHAN WALSH, STOCKPORT, CHES. MD OWNER. SONIC BADGE WINNER.

Sorry, Jonathan - and everyone else who has sent in brilliant pictures - but receive so many letters and drawings each day (hundreds!) that we just haven't the room to print them all. I wish we could, they're fab. However, we do print as many of the best ones as we can.



SONIC THE WILLIAMS' RACING HELMET
Jody Jordan, Welwyn Garden City, Herts. MS owner. Sonic badge winner.

I Caught the Bus

Dear STC,

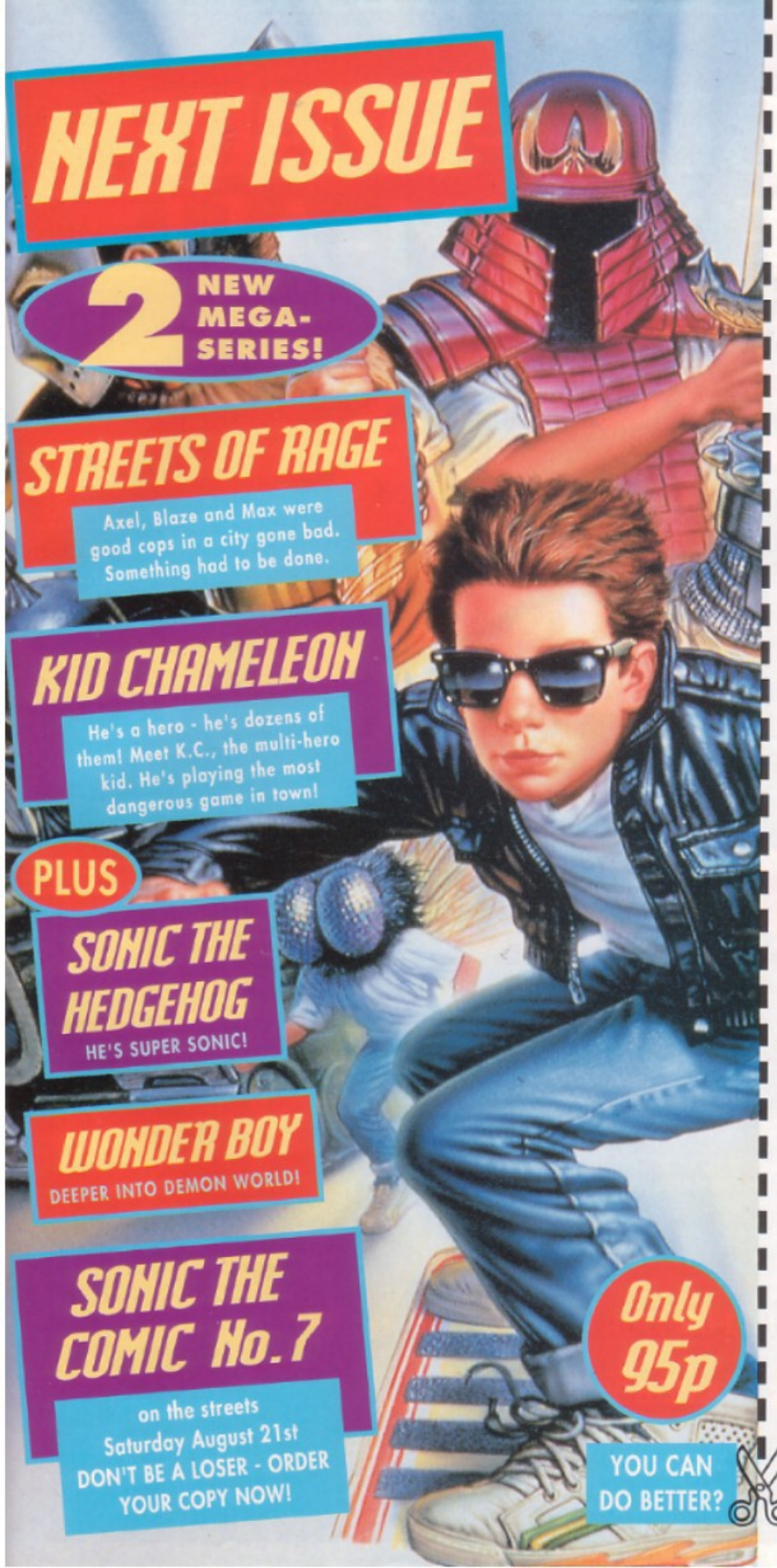
Thank you for printing the dates for the Sega Bus. I went to see it in Sunderland and won a T-shirt for the highest score. I love the comic.

CHRISTOPHER YOUNGER, LYNEMOUTH, NORTHUMBERLAND. MD OWNER. SONIC BADGE WINNER.

Well done, Christopher. Now you also have a Sonic badge to wear on your T-shirt!

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!



NEXT ISSUE

2 NEW MEGA-SERIES!

STREETS OF RAGE

Axel, Blaze and Max were good cops in a city gone bad. Something had to be done.

KID CHAMELEON

He's a hero - he's dozens of them! Meet K.C., the multi-hero kid. He's playing the most dangerous game in town!

PLUS

SONIC THE HEDGEHOG

HE'S SUPER SONIC!

WONDER BOY

DEEPER INTO DEMON WORLD!

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 6 OF STC?

☐ %